

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

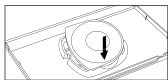
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

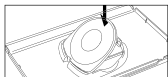
Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing).
- Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

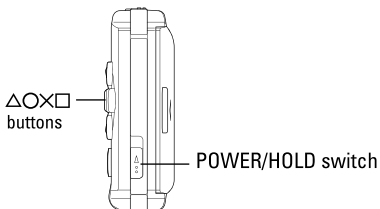
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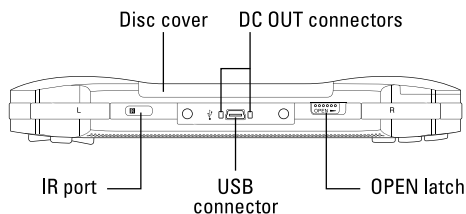


GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Tiger Woods PGA TOUR® 09* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the \times button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

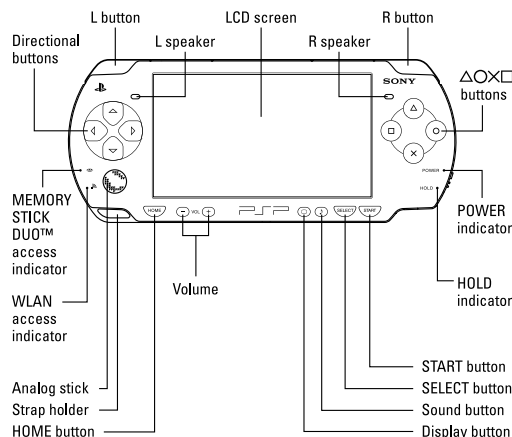
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

Master the controls and accept the challenge of playing 20 championship courses against more than two dozen pros, including Tiger Woods himself.

SWING STYLES

Tiger Woods PGA TOUR 09 can be controlled using several different swing styles. Select the style that will put you on the leaderboard and on top of the PGA TOUR®. The Analog swing styles enable you to hit the ball with more power than the 2/3 Click controls, but remember: power is nothing without precision.

Try the two different swing styles to find the one that suits you the most.



NOTE: Don't limit the number of swing styles to just one! Use different swing styles for particular shot types and situations.

NEW 2/3 CLICK CONTROLS




The all-new, easy to use 2/3 Click swing style, allows anybody to dominate the competition like Tiger Woods. Unlike the Analog control systems, the swing is controlled simply by timing your button presses to set power and direction as you please.

Use these control sequences to grip and rip!

2-CLICK CONTROLS




1. To start backswing, press the  button.
2. Stop the power meter to set swing power and hit the ball by pressing the  button again.

3-CLICK CONTROLS






1. To start backswing, press the  button.
2. Stop the power meter to set swing power and activate draw/fade option by pressing the  button.
3. To strike the ball, stop the power meter inside the draw/fade zone by pressing the  button again.

NOTE: To hit a straight shot, stop the power meter on the white line in the center of the draw/fade zone. To draw/fade, stop the power meter to the left/right of the white line.






ANALOG SWING CONTROLS

1. To hit a straight shot, press the Analog stick  to set your power and then press the Analog stick  to strike the ball.
2. To draw/fade the shot, press the Analog stick  and then press it in the opposite direction you first moved the Analog stick.

NOTE: For the Analog swing style, boost the power of your shot by rapidly pressing the  button during your backswing.

PRE-SHOT CONTROLS	
Zoom to target	 button (hold)
Move targeting marker (left/right/longer/shorter)	Directional buttons
Reset targeting marker	 button
Select shot type (see p. 6)	 button
Switch clubs (previous/next)	 button /  button
Putt preview	SELECT button
Pause menu	START button

NOTE: Putt Preview can only be activated when you are on the green.

POST-SHOT CONTROLS	
Spin ball and set spin direction (while in flight)	 button + Analog stick
Speed play (if enabled)	 button
Accelerate time	 button
Mulligan (if enabled)	 button
Instant replay	 button
Pause menu	START button

CLUB SELECTION AND SHOT TYPE

Choose your club based on each situation. The default club selection will not always be your best choice. Consider clubbing down if the club's potential power is more than the distance of the shot and don't be afraid to use an iron off the tee when you need more precision than power. Similarly, your shot type should be selected based on your current circumstance.

SHOT TYPES

- Full** Set up a full swing with the selected club.
- Punch** A low-trajectory shot to minimize the effects of wind, or to shoot from under tree cover.
- Pitch** Places the ball on the green with minimal roll from up to 50 yards away.
- Flop** With a higher trajectory and less roll, this wedge shot has a maximum distance of 46 yards. Use it to fly over obstacles or to stick the ball on the green.
- Chip** A useful shot when you are too far away for the putter. The maximum distance for a chip shot is 43 yards.
- Putt** When on the green, you putt the ball along the ground to the cup. The maximum putting distance is 120 feet.

LIE

If you find yourself in a tough spot, don't fret! Even the legends find themselves in deep rough or a sand trap every now and then. Being able to recover from such lies is crucial to saving par. Make sure you check the current lie before shooting. The lie percentage indicates the amount of power that your shot is likely to achieve from the current ball position. If your ball is buried more than half way, you'll want to use much more club than you normally would.

CHIPPING

When you're just off the green, a chip shot may be your best option. Adjust the targeting marker based on the distance to the cup and the undulation of the green, and then chip away.

PUTTING

READING THE GREEN

Use the green grid to determine the slope and speed of the green. The faster the beads move on the grid, the faster your ball will roll. If the grid is red, the slope is uphill. If the grid is blue, the slope is downhill. Plan to use extra power for uphill putts and a little less power when putting downhill.

Use the Putt Preview to get a look at your ideal putting line before you attempt your real putt. Adjust the direction and power of your putt accordingly to improve your chances of making it.

NOTE: Remember the maximum putting power is determined by the location of the targeting marker.

SWING METER

The swing meter estimates the distance you will hit based on the amount of power in your swing. The green line indicates approximately the distance of the target marker.

NOTE: The distances shown do not account for wind, lie, or elevation. Use the swing meter only as a basic gauge as you develop a feel for these factors and the game in general.

PLAYING THE GAME

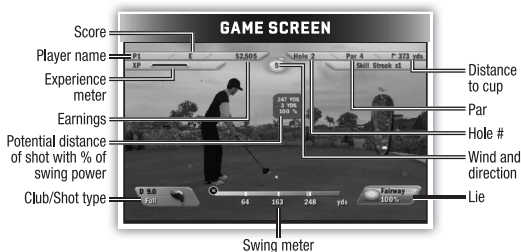
Your days as an amateur are over. Today, you're a pro and your career in the PGA TOUR begins now.

GAME FACE

Create anyone aged 8-to-80 years and customize every detail of your character, from the color of their hair to the clothes on their back. Make adjustments to your created player at any time after you have created them. You don't have to settle on all the details right away!

NOTE: Your User Profile created at the start of the game is used to save your created golfer and track personal accomplishments. Save this and your progress to Memory Stick Duo™.

PLAY NOW GAME SCREEN



Play by yourself, against your friends, or take on pro players from 12 different countries—including Korea's Se Ri Pak, Ireland's Darren Clarke, Fiji's Vijay Singh, and England's Nick Dougherty. Courses include Wentworth in England, Sheshan in China, and Wolf Creek and Bay Hill in the United States.

Providing the lucid and pleasant commentary describing the action is none other than seasoned golf commentators, Kelly Tilghman and Sam Torrance.

- Stroke Play** The most basic round of golf, every stroke counts and the player with the lowest total at the end of the round wins.
- Match Play** Go head-to-head with your opponent on every hole in Match Play. The player who wins the most holes wins.
- Stableford** The game is based on a system of points determined by your score on the hole: double eagle (8 pts.), eagle (5 pts.), birdie (2 pts.), par (0 pts.), bogey (-1 pts.), double bogey or worse (-3 pts.).
- Skins** Every hole has a monetary value, and the player with the lowest score on the hole takes the cash. In the event of a tie, the money carries over to the next hole, sweetening the pot.

SKILL POINTS AND SKILL STREAKS

Accumulate Experience (XP) as you play and, once your XP meter is full, boost your abilities in driving, putting, chipping, and more, and bring your game to the very next level.

Skill Streaks are earned by keeping the ball in play, avoiding all hazards, reaching the green in regulation (G/R), and completing the hole with a score of par or better. Earn bonus Skill Points, credited to your XP meter by completing long Skill Streaks.

ONE BALL AND TEAM ONE BALL

Players take turns playing with just one ball, having to hit from the position the last player leaves them. Each shot must land within the Circle of Trust. If a shot is landed outside the Circle of Trust, the shot is deemed a Betrayal and the player that made the shot misses their next turn.

If a shot is landed out of bounds or in a water hazard, the shot is deemed a Double Betrayal and the player that made the shot misses their next two turns. The player that holes-out wins the hole and is awarded four points. The player that sets up the winning shot scores zero points. Other players (if playing with 3-4 players) are awarded a smaller amount of points. If playing with two players, match play scoring is used.

Team one ball uses the same rules, but features two teams of two players that will alternate hitting the ball.

- Best Ball** The best individual score among teammates is used as the team score for the hole. Those scores are applied in a Stroke Play format to decide which team wins the round.
- Four Ball** The best individual score among teammates is used as the team score for the hole. These scores are applied in a Match Play format to decide which team wins the round.
- Greensome** In this two-on-two team game, you and your teammate choose your team's best drive then alternate shots from that point on for the rest of each hole.
- Bloodsome** In this two-on-two team game, the opposing team chooses the tee shot your team has to play from, then you and your teammate alternate shots for the rest of the hole. Solid, playable tee shots are the key to success.

GAME MODES

Begin your career in the PGA TOUR by taking on the world's best in pressure-packed tournaments.

EA SPORTS™ CUP

It's time to show the world that you have what it takes to win the big one: the EA SPORTS Cup! Each match features three holes using a combination of Stableford, Stroke Play, and Match Play games.

PGA TOUR® SEASON

It's your first year on THE PGA TOUR and the beginning of your quest to rise through the ranks of golf's elite to become the FedExCup Champion. To qualify for the FedExCup Playoffs, you must accumulate points with high finishes during the 14-event regular season—majors and larger tournaments award more points than regular tournaments. The top 144 golfers earn a spot in the FedExCup Playoffs, while the season ends for everyone else. A progressive cut takes place after each of the four playoff tournaments: the top 120 make it into the second event; the top 70 advance to the third event; only the top 30 earn the right to play in the final event. The golfer with the most points at the end of the playoffs is crowned FedExCup Champion.

MULTIPLAYER MODE

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN).

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two individual PSP® systems to communicate directly with each other.

With multiplayer Ad Hoc play, go head-to-head with your opponent on the same course featuring Stroke Play, Match Play, Stableford, Skins, and One Ball rules.

- Stroke Play** The most basic round of golf, every stroke counts and the player with the lowest total at the end of the round wins.
- Match Play** Go head-to-head with your opponent on every hole in Match Play. The player who wins the most holes wins.
- Stableford** The game is based on a system of points determined by your score on the hole: double eagle (8 pts.), eagle (5 pts.), birdie (2 pts.), par (0 pts.), bogey (-1 pts.), double bogey or worse (-3 pts.).
- Skins** Every hole has a monetary value, and the player with the lowest score on the hole takes the cash. In the event of a tie, the money carries over to the next hole, sweetening the pot.
- One Ball** See *One Ball* section on p. 8 for more information

GAMEFACE

Review your Skills, configure your Club Bag, adjust your Appearance, check out the latest Clothing and Equipment, admire your Statistics, view Cover Stories, create your very own Dream 18, and manage your Player Profile.

SKILLS

Know your strengths and weaknesses and use Skill Points when available to take your game to the next level.

CLUB BAG

Select a maximum of 14 clubs that you will take to the course.

LOOKS/PRO SHOP

Tweak your appearance and use some of those hard earned cash prizes to give your wardrobe some more flash by purchasing new shirts, pants, and shoes. Maybe your new fashion statement will inspire you to play better. Win or lose, at least you'll look great in your spiffy new duds.

STATISTICS

Examine your statistics to see where you excel and where your game needs a little more attention. Also, use the statistics to see how you measure up with your PGA TOUR colleagues along with how many awards you have received in your career.

COVER STORIES

All of your masterful accomplishments and that face of yours are splashed in full glory on the cover of *Golf Digest*. Press the Directional button ◀/▶ to flip back and forth to everything you've accomplished in your career.

DREAM 18

Turn your dream course into reality with the Dream 18. Design your fantasy course using your favorite, easiest, or challenging holes from all 20 different courses featured in *Tiger Woods PGA TOUR 09*. Only on your very own Dream 18 can you sink a putt in Pebble Beach and then address your tee shot in St Andrews on the very next hole



You Played the Game. Now Play the Music.
EA Soundtracks and Ringtones
Available at www.ea.com/eatrx/

OPTIONS

Review controls, customize game setup and difficulty, or adjust audio settings to suit your style of play.

SWING DIFFICULTY

If you are finding the game too easy, you may want to increase the Swing Difficulty.

Easy The most basic swing which results in a straight shot. The ball travels where you aim.

Medium A swing with intermediate difficulty.

Hard A swing that makes for the ultimate risk and reward situations.

Expert The most unforgiving of swings. The ultimate challenge for a *Tiger Woods PGA TOUR* veteran.

PLAYER PROFILES

Select, load, save, and create new profiles.

EXTRAS

Having trouble on the links? Get some help with your game by watching short movies featuring game tutorials. Also enter passwords and cheat codes for *Tiger Woods PGA TOUR 09*.

HINTS AND TIPS

- Pull out an iron when you need more precision than power. Be sure to shorten your backswing if the club's potential power is more than the distance of the shot.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts, at its option, will repair, replace, or refund the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, (3) your name, address and phone number for the address above and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (850) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty, 9001 N I-35 Suite 1110, Austin, TX 78753

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